

CLAIMS

What is claimed is:

- 1 1. A method for developing rules applications, wherein the method comprises the
2 computer implemented steps of:
3 generating a first template that defines a rules structure for rules that may be executed
4 by a rules engine;
5 generating a second template describing a first set of tasks that includes a first task
6 and an association with said task and said first template;
7 generating a set of rules based on said first template, wherein said association
8 between said first task and said first template causes execution of said set of
9 rules by said rules engine while executing said first task.

- 1 2. The method of claim 1, wherein the step of generating a second template describing
2 an association with said first task and said first template includes the step of
3 generating a second template that describes an association between said first task and
4 a template group that includes said first template.

- 1 3. The method of claim 1, the method further including the step of generating a third
2 template describing a second set of tasks that includes a second task and association
3 between said first template and said second task, wherein said association between
4 said second task and said first template causes execution of said set of rules by said
5 rules engine while executing said first task.

- 1 4. The method of claim 3, the method further including the steps:

2 modifying said set of rules; and
3 after modifying said set of rules, executing said first task and said second task,
4 wherein executing said first task and said second task after modifying said set
5 of rules causes execution of the modified set of rules

1 5. The method of claim 1, wherein the step of generating said set of rules includes
2 generating said first set of rules based on said first template and instances of said first
3 template.

1 6. The method of claim 5, further including the steps of:
2 generating one or more user interfaces based on said first template; and
3 generating said instances in response to said user interfaces receiving input from a
4 user indicating values for said instances.

1 7. The method of claim 6, further including the steps of:
2 generating a third template describing a second set of tasks that includes a second task
3 and association between said first template and said second task, wherein said
4 association between said second task and said first template causes execution
5 of said set of rules by said rules engine while executing said first task;
6 modifying said instances;
7 modifying said set of rules based on said first template and the modifications to said
8 instances;

9 after modifying said set of rules, executing said first task and said second task,
10 wherein executing said first task and said second task after modifying said set
11 of rules causes execution of the modified set of rules.

1 8. The method of claim 1, wherein said first template is a rule template.

1 9. The method of claim 1, wherein said second template is a ruleflow template
2 describing tasks that entail execution of rules.

1 10. The method of claim 1, wherein said first template describes a structure of a business
2 rule.

1 11. A method for developing software that involves the execution of rules by a rules
2 engine, wherein the method comprises the computer implemented steps of:
3 generating a group of rule templates that define rules structure for rules that may be
4 executed by said rules engine;

5 generating a first ruleflow template that defines:
6 a first set of tasks that includes a first task, and
7 an association with said first task and a group of rule templates;

8 generating a second ruleflow template that defines:
9 a second set of tasks that includes a second task,
10 an association with said second task and said group of rule templates; and
11 generating a set of rules based on said group of templates,

wherein said association between said first task and said group of templates causes execution of said set of rules by said rules engine while executing said first task, and

wherein said association between said second task and said group of templates causes execution of said set of rules by said rules engine while executing said second task.

1 12. The method of claim 11, further including the steps of:
2 generating one or more user interfaces based on said group of rule templates;
3 generating instances of said group of rule templates in response to said user interfaces
4 receiving input from a user indicating values for said instances;
5 generating changes to said instances in response to said user interface receiving
6 further input from said user indicating new values for said instances;
7 modifying said set of rules based on said group of rule templates and said changes to
8 said instances; and
9 after modifying said set of rules, executing said first task and said second task,
10 wherein executing said first task and said second task after modifying said set
11 of rules causes execution of the modified set of rules.

1 13. A computer-readable medium carrying one or more sequences of instructions for
2 developing rules applications, wherein execution of the one or more sequences of
3 instructions by one or more processors causes the one or more processors to perform
4 the steps of:

5 generating a first template that defines a rules structure for rules that may be executed
6 by a rules engine;
7 generating a second template describing a first set of tasks that includes a first task
8 and an association with said task and said first template;
9 generating a set of rules based on said first template, wherein said association
10 between said first task and said first template causes execution of said set of
11 rules by said rules engine while executing said first task.

1 14. The computer-readable medium of claim 13, wherein the step of generating a second
2 template describing an association with said first task and said first template includes
3 the step of generating a second template that describes an association between said
4 first task and a template group that includes said first template.

1 15. The computer-readable medium of claim 13, the computer-readable medium further
2 including one or more instructions for performing the step of generating a third
3 template describing a second set of tasks that includes a second task and association
4 between said first template and said second task, wherein said association between
5 said second task and said first template causes execution of said set of rules by said
6 rules engine while executing said first task.

1 16. The computer-readable medium of claim 15, the computer-readable medium further
2 including one or more instructions for performing the steps:
3 modifying said set of rules; and

4 after modifying said set of rules, executing said first task and said second task,
5 wherein executing said first task and said second task after modifying said set
6 of rules causes execution of the modified set of rules.

1 17. The computer-readable medium of claim 13, wherein the step of generating said set
2 of rules includes generating said first set of rules based on said first template and
3 instances of said first template.

1 18. The computer-readable medium of claim 17, further including one or more
2 instructions for performing the steps of:
3 generating one or more user interfaces based on said first template; and
4 generating said instances in response to said user interfaces receiving input from a
5 user indicating values for said instances.

1 19. The computer-readable medium of claim 18, further including one or more
2 instructions for performing the steps of:
3 generating a third template describing a second set of tasks that includes a second task
4 and association between said first template and said second task, wherein said
5 association between said second task and said first template causes execution
6 of said set of rules by said rules engine while executing said first task;
7 modifying said instances;
8 modifying said set of rules based on said first template and the modifications to said
9 instances;

10 after modifying said set of rules, executing said first task and said second task,
11 wherein executing said first task and said second task after modifying said set
12 of rules causes execution of the modified set of rules.

1 20. The computer-readable medium of claim 13, wherein said first template is a rule
2 template.

1 21. The computer-readable medium of claim 13, wherein said second template is a
2 ruleflow template describing tasks that entail execution of rules.

1 22. The computer-readable medium of claim 13, wherein said first template describes a
2 structure of a business rule.

1 23. A computer-readable medium carrying one or more sequences of instructions for
2 developing software that involves the execution of rules by a rules engine, wherein
3 execution of the one or more sequences of instructions by one or more processors
4 causes the one or more processors to perform the steps of:

5 generating a group of rule templates that define rules structure for rules that may be
6 executed by said rules engine;

7 generating a first ruleflow template that defines:

8 a first set of tasks that includes a first task, and

9 an association with said first task and a group of rule templates;

10 generating a second ruleflow template that defines:

11 a second set of tasks that includes a second task,

an association with said second task and said group of rule templates; and generating a set of rules based on said group of templates, wherein said association between said first task and said group of templates causes execution of said set of rules by said rules engine while executing said first task, and wherein said association between said second task and said group of templates causes execution of said set of rules by said rules engine while executing said second task.

1 24. The computer-readable medium of claim 23, further including one or more
2 instructions for performing the steps of:
3 generating one or more user interfaces based on said group of rule templates;
4 generating instances of said group of rule templates in response to said user interfaces
5 receiving input from a user indicating values for said instances;
6 generating changes to said instances in response to said user interface receiving
7 further input from said user indicating new values for said instances;
8 modifying said set of rules based on said group of rule templates and said changes to
9 said instances; and
10 after modifying said set of rules, executing said first task and said second task,
11 wherein executing said first task and said second task after modifying said set
12 of rules causes execution of the modified set of rules.